

To Heck with Hellfire Problems

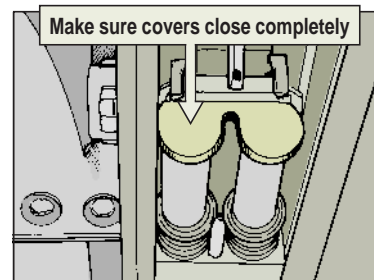


You can say to heck with Hellfire launcher problems if you remember a few simple rules and do a little quick PMCS.

Make sure the launcher's shotgun connector covers are down when missiles aren't loaded, which is most of the time. The covers are designed to stop sand and dirt from filling the connectors' pin holes. If the holes plug up, the missile's connector pins won't make a good electrical connection or

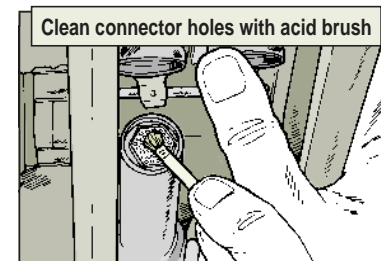
the pins will be bent. Either way, you're not going to fire any missiles.

Don't just flip the covers down and move on. Get down and make sure the connector covers have closed completely. Even a tiny rock wedged between the cover and connector can keep the cover from sealing out dirt. If the covers won't close completely, your repairman needs to adjust them like it says in Para 2.42 in TM 9-1425-475-23&P.

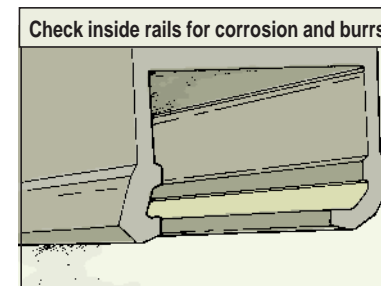


But even if you faithfully keep the connector covers down, it's possible

for some crud to get into the connector holes, especially if the launcher's been outside in the wind. It's a real good idea before you go on a mission to shine a flashlight in all four sets of connectors and check for dirt. If you spot any, remove it with an acid-swabbing brush and a water-detergent solution. Use the detergent, NSN 7930-00-282-9699, that's listed as Item 1 in Appendix D of TM 9-1425-475-23&P. Rinse the connector with clean water and let it air dry.



Also look in the inside of the launcher's rails for burrs that could cause the missiles to hang up. Burrs mean the rail must be replaced. Look for corrosion inside the rails, too.



Rub out corrosion with the new cleaning procedure that will be added by Change 9 to TM 1-1520-238-23-1. See your AMCOM logistics assistance representative for an advance copy. Never file or sand the launcher. The launcher's plating can be hazardous if it gets in your lungs. Don't lube the inside of the rails. That attracts dirt.

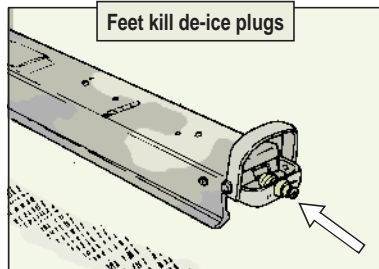
Another good check is to make sure the SAFE/ARM switch stays where you set it. If the switch flops back and forth because someone's stepped on it and broke it, you have no way of telling what the switch is set at. If the switch won't stay in one position, tell your repairman.

Does SAFE/ARM switch stay where it's set?

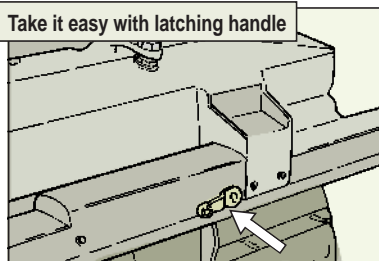


Feet are killers for the launcher, especially for the environmental protective cover's connectors. So stay off the launcher. Also take it easy with the latching handle. One good hit from the side can break a handle and make the launcher NMC. Pull the handles slowly but firmly.

Feet kill de-ice plugs



Take it easy with latching handle



WELL, NOW
I CAN SAY TO
HELL WITH HELLFIRE
PROBLEMS!

YOU GOT
THAT RIGHT!